

## Repair Special from INTV

If you have an Intellivision unit in need of repair, don't miss out on the limited-time special currently available from the INTV Service Center. For just \$29.95 (plus \$4.00 shipping and handling), they will put any Intellivision I, Intellivision II, or INTV System III back in working order. Note that the INTV Service Center has moved since we last told you of their existence. Your ailing Intellivision should be sent to INTV Corp., 5000 West 147th St., Hawthorne, CA 90250. Their new phone number, in case you need information about repairs, is 213-540-7390.

### INTV Software Availability

A few of you have reported that you haven't yet seen games for your Intellivision in your local Toys'R'Us store. According to an INTV Corp. spokesman, all Toys'R'Us locations should be stocked by July 1, including stores in Canada. Our Canadian readers can also look for INTV products at Future Vision and Multi-Micro stores. Some release dates for new Intellivision games have changed, so please check this month's Availability Update. If you already have "Championship Tennis" and "World Cup Soccer," the next new titles to watch for are "Hover Force" and "Thin Ice," due this month. Note that "Tower of Doom" is the new name of the game previously announced as "Tower of Mystery." INTV Games for Atari 2600 Negotiations are in progress between Atari and INTV which would provide for the licensing of some INTV titles to Atari for conversion to Atari 2600 format. Atari evidently feels confident about the outcome of these negotiations, because they included MASTERS OF THE UNIVERSE, THUNDER CASTLE, and TREASURE OF TARMIN on the list of new 2600 titles given to dealers at CES.

## Critically Speaking...Intellivision Compatible

WORLD CUP SOCCER (♦♦♦/♦♦♦) is one of two new sports games released by INTV Corp. for Intellivision owners. This soccer game includes two ways to play. First, the *Penalty Game* which allows you to either be the penalty taker (kicker) or the goalkeeper (keeper) against either a friend or the computer. The Penalty game is over after five shots by each team, or 5 shots in total for the one-player game. The second way to play is, by its very nature, the more exciting of the two. In *The Match* (again, either a one-player or two-player option can be chosen), you'll control one man at a time (highlighted by a special color). You can pass, kick, and move the ball downfield. You'll select another teammate to control the ball by pressing a numeric key. The goalkeeper is normally controlled by the computer; however, you can make him dive up or down to save a shot. The combination of your controller wheel and one of the action keys (overlays are, of course, provided) will determine the direction your ball will travel, as well as whether it's a ground shot, high shot, or slow pass. If you're on defense, you'll use the wheel in conjunction with the fire buttons to attempt tackles. The game includes two half times, and you can choose to play overtime in a tie situation. If it's still a tie after two overtimes, you'll move into a penalty phase to play a series of five shots each.

If a goal is committed on an attacking player inside the penalty area during the game, the screen switches to the penalty scene until the penalty has been taken.

### Plays Well

The game has a good feel to it and the Intellivision controller works well with the game. It will take you a few minutes to get the feel of how the controller can work for you as you move the ball and pass to your teammates, but you'll find you have good control over what you're doing. There are realistic sound effects which add to the overall mood and the designers have done a good job getting a three-dimensional feel to the game within the constraints of the system. Intellivision has always been strong in the sports genre and this continues that tradition. By the way, one note regarding the packaging. When we first looked at the back, we were under the impression that this is a two-player game only due to the way the description is worded. The game is *definitely* for one-player matches as well. (one-player; two-player simultaneous)

Recommended (MSR \$21.95)

## What Is the Home Computer Market?

At a CES conference covering personal computers and home office products, it was perfectly clear that the REAL motivation behind the purchase of home computers is still perfectly unclear to many in the industry. Clive Smith of Commodore noted that consumers often say one thing and do another, claiming to purchase computers for certain features and functions, and then feeding them with entertainment programs. And speaking of entertainment, that much-maligned market segment that refuses to go away, Sam Tramiel of Atari remarked that he and his father, Jack, were surprised at the continued vigor of the dedicated videogame machines and cartridges. And then there were those at the conference who shunned the entertainment and education applications of home computers, claiming that there is a large, untapped potential in electronic typewriters and dedicated word processors for the home. When faced with such a machine, we can imagine the reaction of our average reader: "Does anybody make games for this thing?"

### Point and Command

There are always one or two fascinating items at the C.E.S. and while some never get to market, or don't deliver what's promised, it's always fun to see who's on the cutting edge of technology.

We ran into one such item at this show called HandCommand, a high-tech transmitting device inside a cotton glove worn by the computer user. It's used in conjunction with GRASP, a newly-developed graphics-based programming language, developed by VPL Research Inc., for Apple and Commodore computers.

### How It Works

Each hand gesture correlates to one or a series of "icons" residing in the GRASP language. When pretending to pick up and drop an "imaginary" icon, an on-screen glove mimics the exact movements of the users hand, thus picking up and dropping a corresponding object. You can mold 3-D sculptures, learn to juggle with balls that don't move as fast as real balls or play air guitar. Or, how about a dart game--"throw" the dart at your computer screen and then see the results on the monitor in front of you! The people at VPL Research told us the glove, packaged with two programs should ship this fall for Commodore at a retail of \$39.95 (the Apple version would follow later). They also assure us additional programs are in the planning stages.

It's a potentially fascinating idea and one we will stay on top of to report to you further.

### Agatha Christie's The Scoop

Telarium is working on THE SCOOP, a software adaptation of the Agatha Christie book. In the adaptation, the player finds himself in the role of a London reporter, trying to solve a mysterious series of murders for his paper, The Daily Courier. It's planned as an animated murder mystery and text adventure, it will be available for Apple and Commodore computers.

### Mystery Videos from Spinnaker

Telarium's parent company, Spinnaker, is expanding their video tape line with two murder mystery games. The first, Agatha Christie's BEHIND THE SCREEN, is a murder mystery about a sedate middle class family who suddenly discover a dead man behind the Chinese screen in the living room. In Ellery Queen's OPERATION MURDER, a wealthy widow is rushed to the operating room of St. Maria General Hospital for emergency surgery. As the doctor administers anesthesia, he discovers that his patient is already dead--violently murdered. Is it the calculating doctor, her gambling brother, or her desperate lawyer? Available in the VHS format, they will retail for \$19.95 each.

### BACK ISSUES AVAILABLE...

Don't miss out on all the great back issues! We've been covering the computer and dedicated game field for five years. Most issues are still available (none left of Vol 1, #1,2,3). Send \$2.00 for each back issue you want. Buy six or more, and they're just \$1.50 each. Make certain you have a complete set!